

an identifier file object containing a list of content entity identifiers defining the content and arrangement of the content object; and

a plurality of content file objects, each containing a content entity identified by one of the content entity identifiers contained in said list;

wherein the presence and position of content entity identifiers within said list is modifiable by a user to alter content and arrangement of the content object without manipulating the content entities identified by said content entity identifiers.

8. (Thrice Amended) A program storage device readable by a machine, tangibly embodying a file structure for storing a hierarchically structured content object having a plurality of content entities to facilitate content adjustment, said file structure comprising:

an identifier file object containing an outline of containers and content entity identifiers defining the content and hierarchical structure of the content object; and

a plurality of content file objects, each containing a content entity identified by one of the content entity identifiers contained in said outline;

wherein the presence and position of containers and content entity identifiers within said outline is modifiable by a user to alter content and structure of the content object without manipulating the content entities identified by said content entity identifiers.

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~~16. (Thrice Amended) A method of producing a user work in the form of a content object having a plurality of content entities each including at least one medium, comprising the steps of:~~

~~storing a list of content entity identifiers defining the content and arrangement of the work within an identifier file object;~~

~~storing the content entities identified by the content entity identifiers within a plurality of content file objects with each content file object containing a content entity identified by one of the content entity identifiers contained in said list; and~~

~~enabling modification of the presence and position of content entity identifiers within said list by a user to alter content and arrangement of the work without manipulating the content entities identified by said content entity identifiers.~~

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17. (Twice Amended) The method of claim 16, further comprising the step of storing at least one attribute pertaining to the work in an attribute file object.

18. (Twice Amended) The method of claim 16, wherein at least one attribute is extracted from the work.

19. (Twice Amended) The method of claim 16, wherein ones of the content entities further comprise components associated with the work, and further comprising the step of storing the components in one or more associated component file objects.

C5 20. (Amended) The method of claim 16, wherein the work is one of a book, a collection of images, an album, and a video.

C6 21. (Twice Amended) The method of claim 16, wherein the work is a book and ones of the content entities are one of volumes, chapters and sections.

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23. (Twice Amended) A method of producing a user work in the form of a content object having a plurality of content entities each including at least one medium, comprising the steps of:

- storing an outline of containers and content entity identifiers defining the content and hierarchical structure of the work within an identifier file object;
- storing the content entities identified by the content entity identifiers within a plurality of content file objects with each content file object containing a content entity identified by one of the content entity identifiers contained in said outline; and
- enabling modification of the presence and position of containers and content entity identifiers within said outline by a user to alter content and structure of the work without manipulating the content entities identified by said content entity identifiers.

24. (Twice Amended) The method of claim 23, further comprising the step of storing at least one attribute pertaining to the work within an attribute file object.

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25. (Twice Amended) The method of claim 23, wherein at least one attribute is extracted from the work.

26. (Twice Amended) The method of claim 23, wherein ones of the content entities further comprise components associated with the work, and further comprising the step of storing the components in one or more associated component file objects.

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27. (Amended). The method of claim 23, wherein the work is one of a book, a collection of images, an album, and a video.

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28. (Twice Amended) The method of claim 23, wherein the work is a book and the containers are one or more of a book, a volume, and a chapter.

29. (Twice Amended) The method of claim 23, wherein the work is a book and ones of the content entities are one of volumes, chapters and sections.

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30. (Thrice Amended) A program storage device readable by a machine, tangibly embodying a program of instructions executable by the machine to perform method steps for providing a file structure for storing a content object having a plurality of content entities, comprising:

a first set of program instructions for creating an identifier file object containing a list of content entity identifiers defining the content and arrangement of the content object; and

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a second set of program instructions for creating a plurality of content file objects, each containing a content entity identified by one of the content entity identifiers contained in said list;

wherein the presence and position of content entity identifiers within said list is modifiable by a user to alter content and arrangement of the content object without manipulating the content entities identified by said content entity identifiers.

38. (Thrice Amended) A program storage device readable by a machine, tangibly embodying a program of instructions executable by the machine to perform method steps for storing a hierarchically structured content object having a plurality of content entities, comprising:

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a first set of program instructions for creating an identifier file object containing an outline of containers and content entity identifiers defining the content and hierarchical structure of the content object; and

a second set of program instructions for creating a plurality of content file objects, each containing a content entity identified by one of the content entity identifiers contained in said outline;

wherein the presence and position of containers and content entity identifiers within said outline is modifiable by a user to alter content and structure of the content object without manipulating the content entities identified by said content entity identifiers.--